

Fig. 5

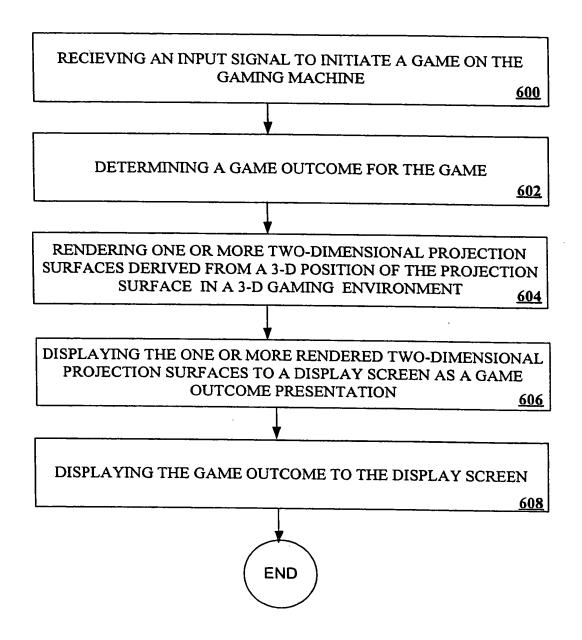


FIGURE 6

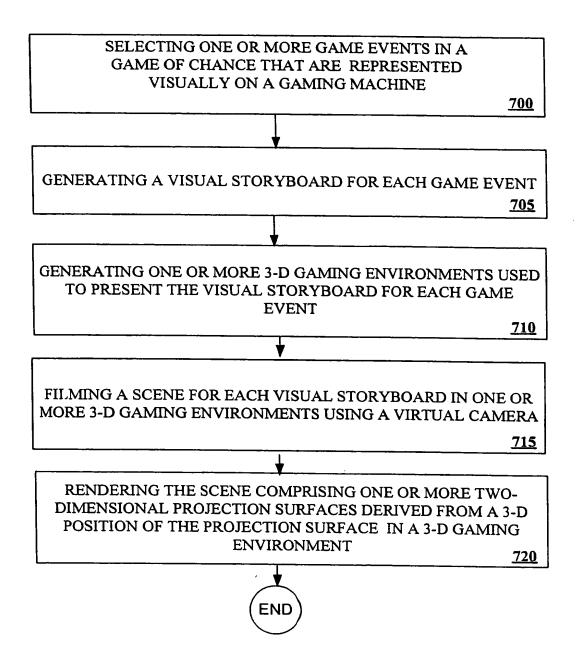
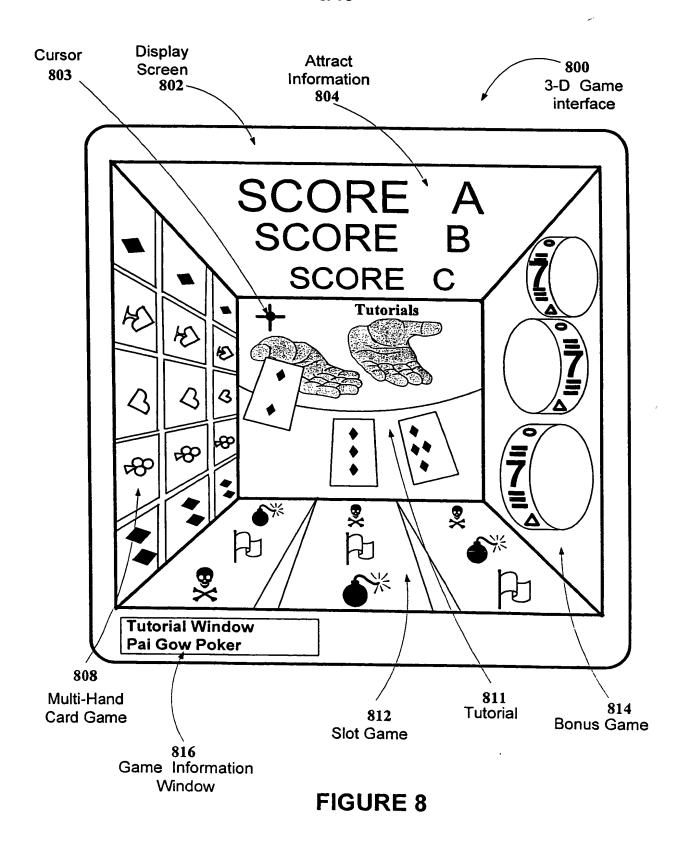


FIGURE 7



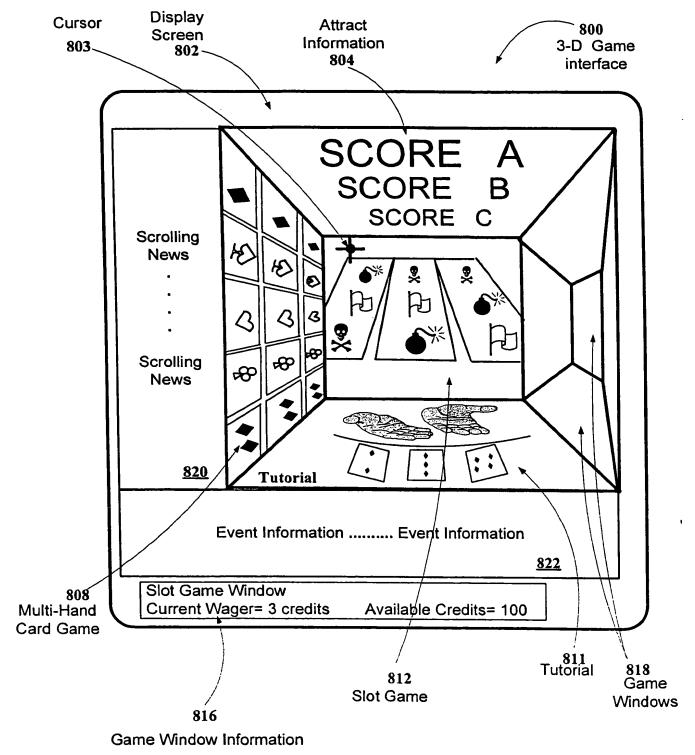


FIGURE 9

MAPPING GAME WINDOW CONTENT TO EACH OF THE 3-D GAME WINDOWS IN THE 3-D GAME INTERFACE MODEL

1002

RENDERING GAME WINDOW CONTENT SUCH AS A FIRST TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM 3-D POSITION OF THE 2-D PROJECTION SURFACE IN A 3-D GAMING ENVIRONMENT TO EACH GAME WINDOW 1004

RENDERING A SECOND TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM A 3-D POSITION OF THE 2-D PROJECTION SURFACE IN THE 3-D GAME INTERFACE MODEL

<u>1006</u>

DISPLAYING THE SECOND RENDERED TWO-DIMENSIONAL PROJECTION SURFACE TO A DISPLAY SCREEN ON THE GAMING MACHINE 1008

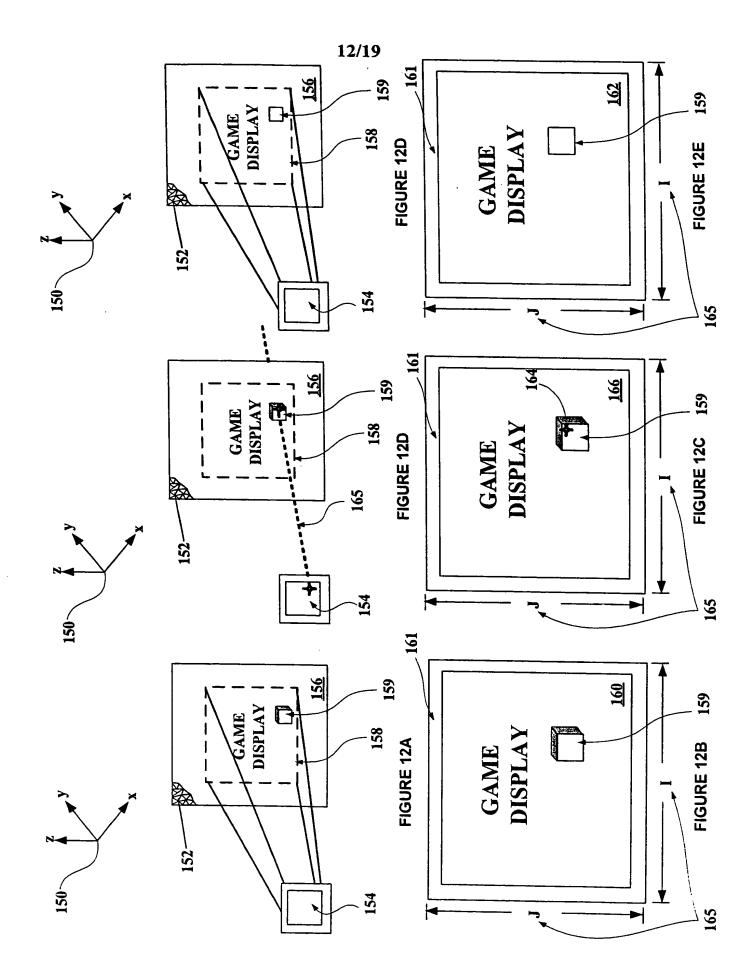
PRESENTING ONE OR MORE GAMES OF CHANCE ON THE GAMING MACHINE USING ONE OR OF THE 3-D GAME WINDOWS 3-D GAME INTERFACE 1010

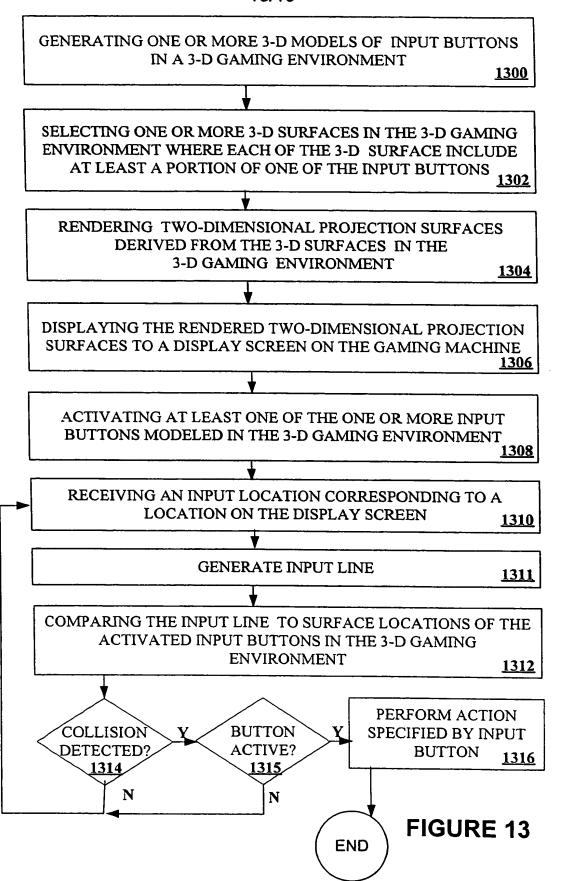
END

GENERATING A GAME WINDOW WITH A FIRST SIZE ON A DISPLAY SCREEN ON A GAMING MACHINE 1100 RENDERING A TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM A 3-D POSITION OF THE 2-D PROJECTION SURFACE IN A 3-D GAMING ENVIRONMENT SIZED TO FIT 1102 WITHIN THE GAME WINDOW DISPLAYING THE TWO-DIMENSIONAL PROJECTION SURFACE IN THE GAME WINDOW ON THE DISPLAY SCREEN 1104 REDUCING THE SIZE OF THE GAME WINDOW TO A SECOND SIZE 1106 RENDERING THE TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM THE 3-D POSITION OF THE 2-D PROJECTION SURFACE IN THE 3-D GAMING ENVIRONMENT SIZED TO FIT WITHIN THE GAME WINDOW WITH THE SECOND SIZE 1108 DISPLAYING THE TWO-DIMENSIONAL PROJECTION SURFACE IN THE REDUCED GAME WINDOW ON THE DISPLAY SCREEN 1110 GENERATING ONE OR MORE GAME WINDOWS AROUND THE PERIMETER OF THE REDUCED GAME WINDOWS 1112 DISPLAYING AT LEAST ONE OF GAME INFORMATION, ATTRACT INFORMATION, ENTERTAINMENT CONTENT AND PLAYER PREFERENCE INFORMATION IN THE NEW GAME WINDOWS

**END** 

FIGURE 11





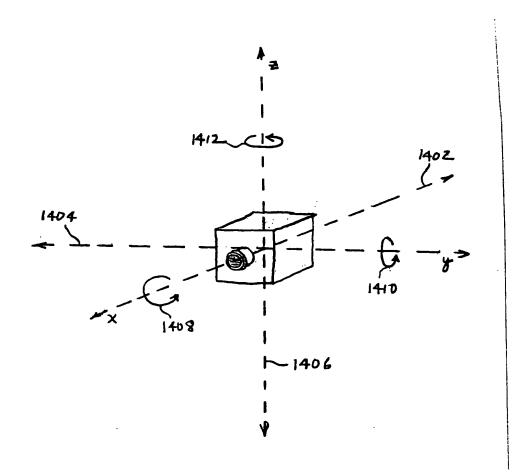
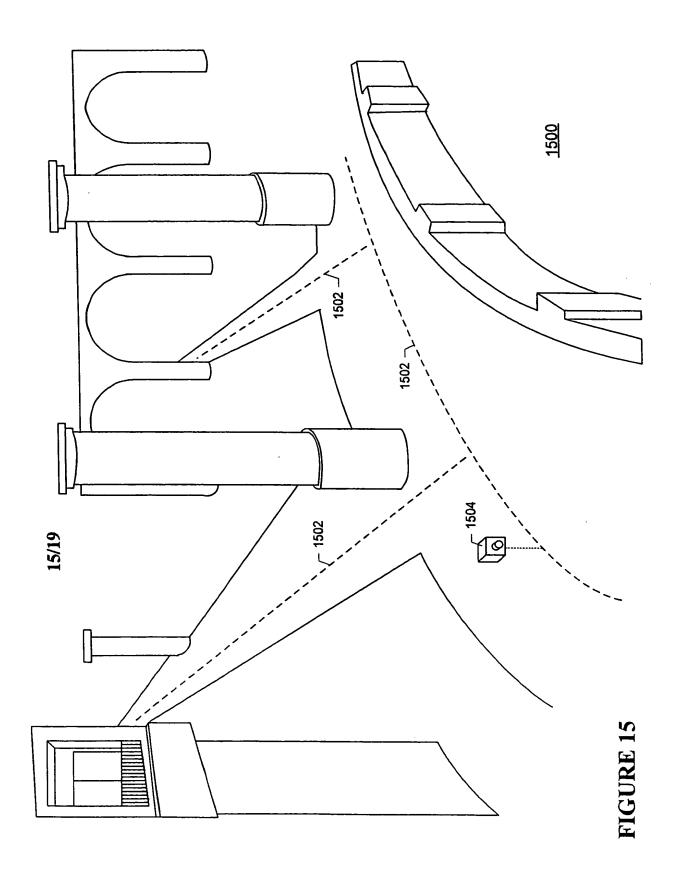


FIGURE 14



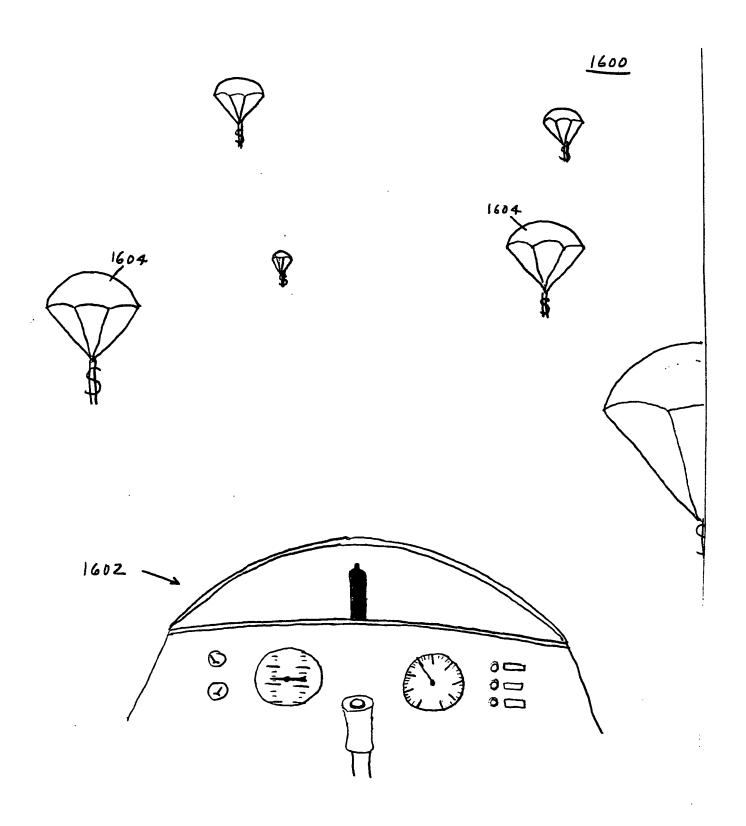


FIGURE 16

**BEST AVAILABLE COPY** 

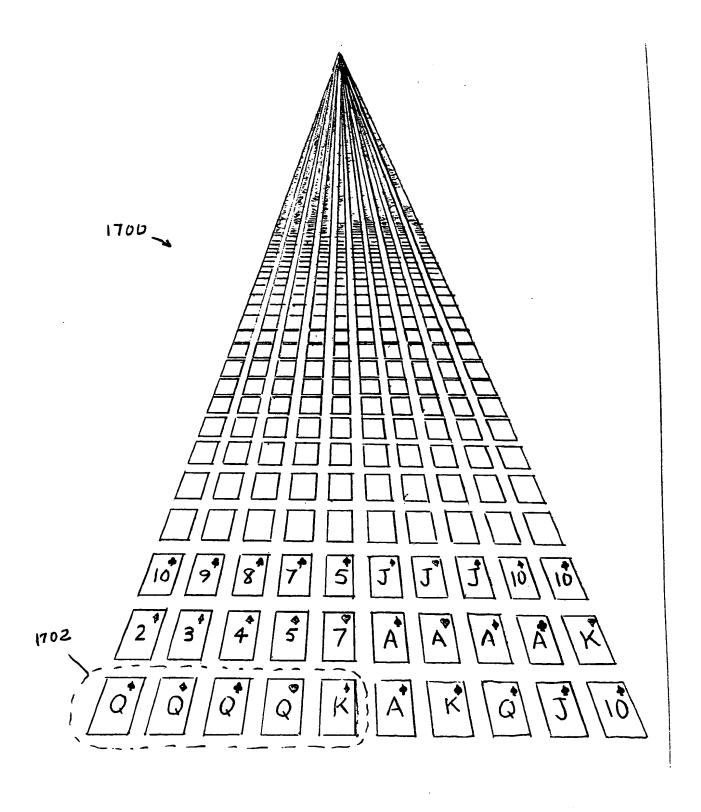
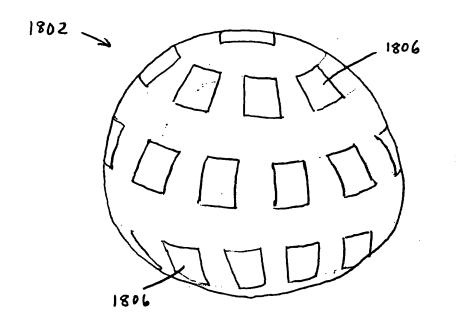


FIGURE 17 BEST AVAILABLE COPY



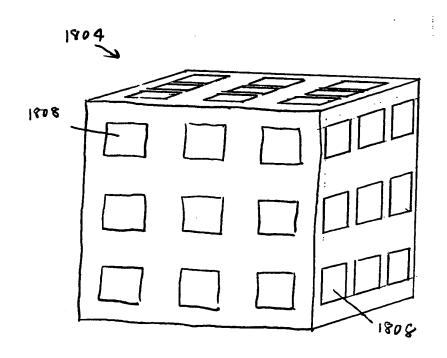


FIGURE 18

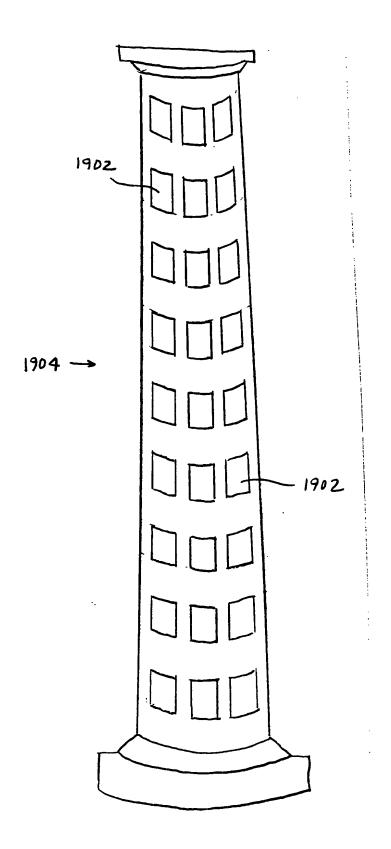


FIGURE 19 BEST AVAILABLE COPY